

1000 OF AMERICA

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HELPFUL HINTS: ACTION FIGHTER

At the beginning of the game, there will be a name entry screen. Using the steps found on page #7 of the Action Fighter Manual, enter the desired "secret" word as found below. You will now begin the game with the features associated with that word.

1. **H A M O _ O M** . Game will begin with the letters AMCH already collected. This vehicle is a jet as described on page three of the manual.
2. **U C _ A E O A** . Game will begin with the player being invincible to enemy bullets until the first crash.
3. **G R M O H L D** Game will begin with the player receiving three extra lives after the timer has run out.
4. **S P E C I _ A L** Game will begin with the features found in #1 and #2.
5. **B O R I _ P H H** Game begins with the features found in #1, #2 and #3. This vehicle also has all the "extra capabilities" as found on page #11 of the manual (usually obtained by docking with the base track).

To collect the "P" letters attack the flyers that are flying in formation.

Flowers:

As you come upon the flags during your mission, run over them. Try to hit all the flags as they appear. Your reward will be one of two cats. There is a tuxedo Cat and a malling Black and White Spotted Cat. When CATS appear, hang around them, you will notice the enemy bullets that are being shot or enemy ships that are on the attack, the Cat protects you. The ships will disappear into the Cat along with the bullets.